

SEGA®



BAKU BAKU™



85040

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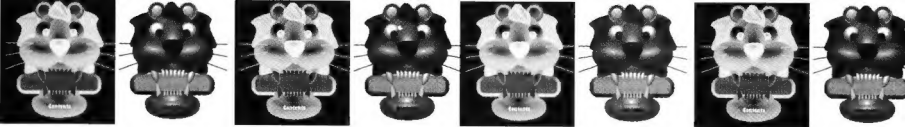
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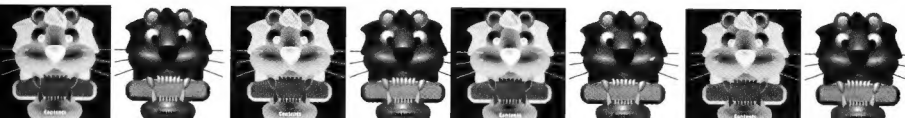
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INTRO

Once upon a time, in a faraway kingdom, there lived a princess who was crazy about animals. In fact, she had so many pets that her kingdom was starting to look like a zoo. Since everyone else in the kingdom loved animals too, life was very peaceful.

One day, the Prime Minister came running into the throne room with an anxious look on his face. "Terrible," he cried. "This is awful!"

"What's wrong?" asked the King.

"It's the Princess," he panted. "She wants another pet!"

"Another pet?" the King exclaimed. "We're overrun with animals as it is!" But the King was an old softy who loved his daughter very much, and both he and the Prime Minister knew that the Princess would get her way.

The Prime Minister continued. "The problem is that we have too many animals,

and the castle staff is so busy feeding them that the servants have no time for their other chores. The castle is falling apart!"

"Yes, that is a problem," said His Highness.

"Perhaps we should hire a zookeeper...?"

"An excellent idea!" said the King. "I'm glad I thought of it. Since my daughter and her pets deserve only the best, we'll hire the finest zookeeper in the land."

And so, a grand contest was held. By Royal Decree, the best zookeepers in the land were summoned to compete in games of skill and strategy. The final winner will become the Royal Zookeeper.

To take part in the Royal Contest, choose Polly or Gon and prove that you're the best person for the job. It won't be easy. You'll compete against the Royal Guards, the Royal Staff... and perhaps even the Princess herself! The pressure will be great, but don't give up!

Time to feed the animals!

SYSTEM REQUIREMENTS

Operating: Windows® 95

Minimum CPU Type & Speed:
486 DX2 66Mhz

Recommended: Pentium® Processor
60 Mhz

Memory: 8 MB

Graphics: SVGA, 256 colors

CD-ROM Speed: 2X (4X recommended)

Minimum Install: 6 MB

Sound Card: Sound Blaster 16 or
compatible

Other: Keyboard, game pad, joystick or
mouse

GETTING STARTED

BAKU BAKU will run under Windows 95.

WINDOWS 95

To play BAKU BAKU under Windows 95,
follow these steps:

1. Place the BAKU BAKU CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

The first time you insert the BAKU BAKU CD-ROM, the dialog box will give you the option of installing the game, or installing and playing the game. Select INSTALL to begin the installation process. If you do not wish to install BAKU BAKU at this time, select CANCEL.

Under Windows 95, the BAKU BAKU installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, BAKU BAKU will create a new program group called Baku Baku Animals Group, and place the BAKU BAKU program icon in that group.



Once BAKU BAKU is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click UNINSTALL if you wish to remove BAKU BAKU from your system, or CANCEL to take no action. See "Using Menus" below for more information on starting or resuming games.

USING MENUS

When you play BAKU BAKU in a window, you will be able to access the menu items at any time. To access a menu, move the arrow pointer to the menu title on the menu bar and press the left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the left mouse button. To play full screen, hit F4. To return to window press F4 again.



GAME CONTROLS


The following are the control configurations for both keyboard and joystick modes.


Keyboard Controls (FULL)

X Key: Position Block LEFT. 

V Key: Position Block RIGHT. 

C Key: Position Block DOWN. 

Q Key: Rotate Block RIGHT. 

A Key: Rotate Block LEFT. 





Keyboard Controls (ARROW KEYS)

LEFT Key: Position Block LEFT. 

RIGHT Key: Position Block RIGHT. 

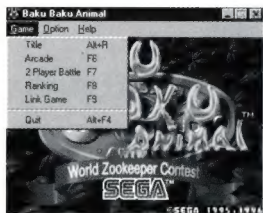
DOWN Key: Position Block DOWN. 

SHIFT Key: Rotate Block LEFT. 

ENTER Key: Rotate Block RIGHT. 

MAIN GAME MENU

The following items appear on the Main Game Menu.



Game

The following is a list of the various Baku Baku game variations and settings.

Title (Alt R)

Takes you back to the title screen.

Arcade (F6)

Challenge the computer in the original arcade version!

2 Player Battle (F7)

Take on a "friend" in a 2-Player Baku Baku bonanza. In a 2-Player game, Player 1 is Polly and Player 2 is Gon. Each player must first select a playing level before gameplay begins. The higher the level, the faster the blocks drop into the playing field.

Ranking (F8)

Win as many levels as you can, then receive a ranking for your playing skills. Receive points for number of attacks, number of chain reactions and the least amount of time elapsed. This mode is for one player only and will challenge even the best players.

Link (F9)

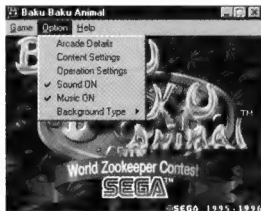
Here you can take on an entire zoo in network or modem play.

Quit (Alt F4)

Quits game.

Options

The following is a list of game options.



Records

Here you can view the Zoo Keeper Hall of Fame for records scored in the following categories:

*Max Attack - Shows the highest number of attack blocks.

*Max Chain - Shows the highest number of chain reactions.

Content Settings

This screen gives you a number of ways to modify your game.

*Adversary - How strong do you want your computer opponent to be? Choose from Wimp, Weak, Normal, Hard or Mega.

*Block Types - Choose the number of different animal blocks you would like in the game. Your strategies will change with the number of animals! Choose from 1 to 5 types.

*Animal to Food Ratio - Choose the animal block to food block ratio; one to five food blocks will fall into your playing field for each animal block.

Operation Settings

Here you can assign peripherals to either player.



Sound On/Off

Play with the game sound effects on or off.

Music On/Off

Play with the music on or off.

Background Type

Select which background graphics you want to appear during the game.



Help

*Using Manual - Shows you how to use the different controls and menus in the game.

*Keyboard and Pad Operation - Gives you a synopsis of the game controls.

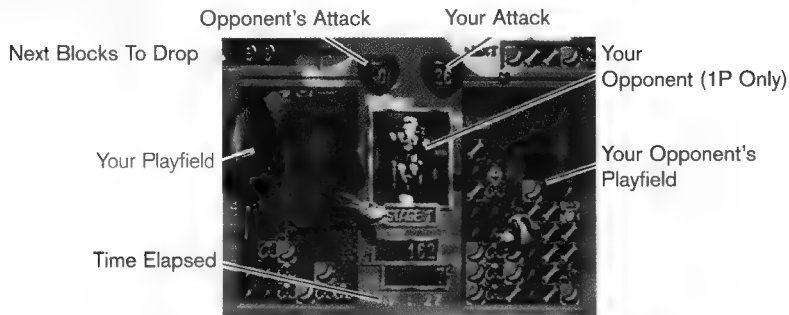
*Animal Menus - Guides you through the different menus in the game.

*Characters - Gives you a brief description of the different characters you will be zoo keeping against.

*Game Troubleshooting - Find out what's wrong and why.

MAIN GAME SCREEN

The following options appear under the Main Game Screen:



Next Blocks To Drop:

Use this to plan your moves.

Your (Player 1's) Playfield

Don't let this field fill up all the way or it's GAME OVER for you!

Time Elapsed

The more time passes, the faster the blocks fall!

Your Opponent's (Player 2's) Playfield

Fill this playfield with blocks to win the game.

GAME RULES

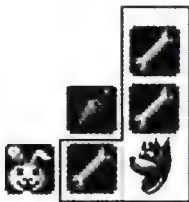
Your Attack

This displays the number of blocks that are about to fall into your opponent's playfield. There are two ways to make this happen:

- *Make three or more blocks disappear at one time (the more blocks the better)
- *Cause many chain reactions to happen at once

Opponent's Attack

This displays how many blocks are about to drop into your playfield. Watch out!



Please Feed The Animals!

There are two kinds of blocks: animal blocks and food blocks. Each animal block eats a certain kind of food block:



Dog+Bone



Rabbit+Carrot



Panda+Bamboo



Monkey+Banana



Mouse+Cheese

Eating Food Blocks

Whenever an animal block comes into contact with its favorite food, the animal block eats the food block. The animal eats all similar food blocks that are connected vertically or horizontally.

If a food block comes between two or more similar animal blocks, all of those animals will eat the food block.

Creating Chain Reactions

As blocks disappear, the blocks above drop down. Take advantage of this feature to create chain reaction combos that cause blocks to fill in your opponent's playing field.



BB Coins

BB Coins make any block they touch, and all similar blocks on the playing field, disappear. If they fall on two different types of blocks at the same time, both types disappear. Note: Blocks removed by the BB Coin do not fall into your opponent's playing field.



GAME OVER/ CONTINUE SCREEN



Once your playfield fills up with blocks, the game ends. Press the Enter Key before the time runs out to continue at the same level and with the same opponent. You have an unlimited number of Continues.

TIPS & TRICKS FOR MAXIMUM MUNCHOUTS

Diving Blocks

Press the Direction Keys LEFT or RIGHT to speed up falling blocks in order to stay ahead of your opponent.

BB Coin Bonanza

Match BB Coins with the two most common kinds of blocks in your playfield to clear up the most blocks at once.

Plug The Hole

Leave an open space between two stacks, then fill it with a pair of matched blocks and get rid of several blocks at once. At right the Panda is about to munch the Bamboo, leaving the Rabbit to finish off the Carrots.



*Note: Be careful! If you stack up too many blocks before "plugging the hole," your opponent may drop several blocks on you and leave you in big trouble!



ATTACK COMBOS

With a little planning, you can set off chain reactions for maximum points and attack value! Here are three basic strategies:

Combo Hit

You won't get attack points for clearing food blocks one at a time. You must clear at least three food blocks in order to drop blocks on your opponent. To get several attack points, try to make your combos clear three, four or more food blocks at once. It takes some practice, but it's the best way to beat your opponent.

Common Combo

Stack two blocks that don't pair up (for example, a Carrot on top of a Banana). On top of that, stack a block that pairs up with the block on the bottom. Once you clear the block in the middle, the Monkey will drop down and eat the Bananas.



*Note: Common Combos won't give you high attack points, but they're a good example of what you can do with more complex combos.



Double Combo

Double Combos happen when both halves of the falling block pair up with blocks in the stack. You'll find that when things get rough (like when you've just had 14 or 15 blocks

dropped on you), this is the quickest way to clear blocks.

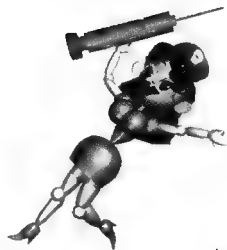
Munch a Bunch Combo

Place "trigger" blocks between "stacks" so that when you clear the trigger blocks, the stacks get munched too. For example, if you have stacked Bones, the falling Bones will start a chain reaction. Nearby Dogs will eat the Bones, the Rabbit will eat the Carrots, the Monkey will eat the Bananas, and the panda will eat the Bamboo, and so on.



LINK GAME

Here you can choose an opponent and play via modem or internet. To select an opponent, first you must select the protocol (modem, IPX, or TCP/IP). To begin a new game, select Modem, IPX, or TCP/IP, enter your name, choose "New Session", then press "ok" and wait for the other players to join. To join an opponent's IPX or TCP/IP game, enter your name, choose "New Session", then select the name of the game you wish to join. To join an opponent's game by Modem, enter your name, choose "New Session", then click "ok" and follow the on-screen instructions to play.



MEET YOUR OPPONENTS



Gallopy



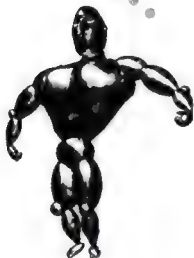
Angela



Nurse Grape



Princess



T3



Queen



Minister

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